

Notebook of New Video Game Ideas:
Book Three

Adam Jeremy Capps

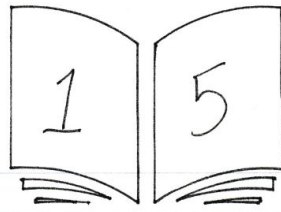
Notebook of New Video Game Ideas: Book Three

2023 Adam Jeremy Capps

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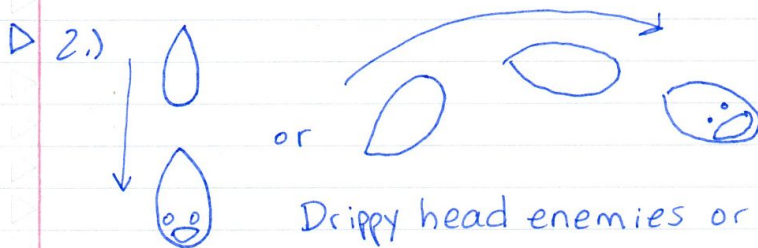
“It’s a secret to everyone”

A new public domain book



- ▷ 1.) certain small enemies/enemy heads bite into your wand giving it a special power.

Or they drain all of your magic power that way and use it against you.



Drippy head enemies or power up.

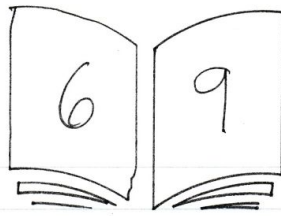
- ▷ 3.)



Slime enemy that comes out of a pipe

- ▷ 4.) ctf you die near a golden vulture it will bring you back to life.

- ▷ 5.) The power-up of a flame. When you make contact w/a little flame you gain firey wings.



- ▷ 6.) One of your weapons is a candle & you must collect wicks to use it. Different wicks do different things too.

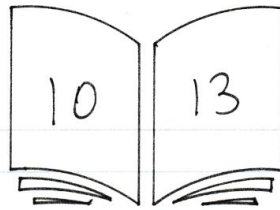
▷ 7.)



Some power ups have flame surrounding them & the flame must be blown out to take them - like w/ a magic wand or wind spell.

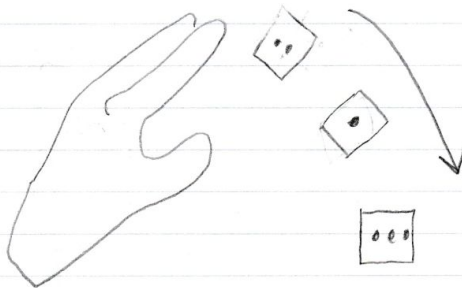
Sometimes you just have to wait until time has passed in the game as it gradually goes out.

- ▷ 8.) The game has a credit card system, maybe an ATM, things of investment.
- ▷ 9.) "Bonded" money. You may continue to receive it as long as you agree to certain terms like "collect () in amount of ()" or do this or that.



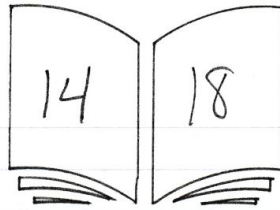
- ▷ 10.) Acts like a boomerang but is not one.
- ▷ 11.) power ups that resemble planets give you power accordingly. Such as Saturn giving you rings, Jupiter making you large, Pluto smaller.
- ▷ 12.) An enemy that gradually opens its eyes (more like a face on the wall) & if they fully open then they will shoot forth beams. Or to have that as a weapon: you "charge" the eye (by holding down a button) until it fully opens & shoots forth rays.

▷ 13.)

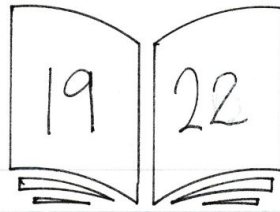


enemy hand throws a die,

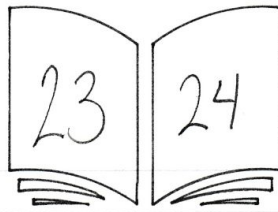
Will do something to you depending on the number.



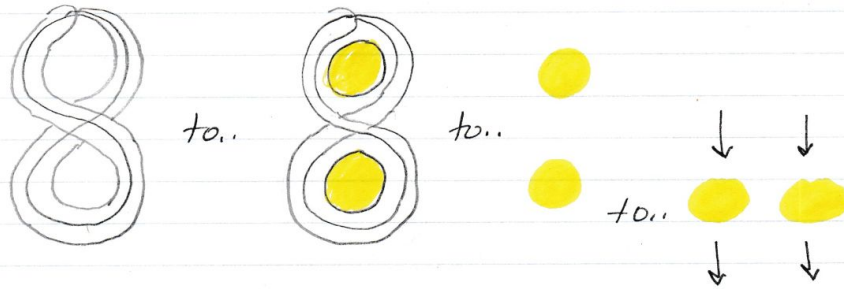
- ▷ 14.) Defeating the ghost king. When you've beaten him he kneels, takes off his crown, holds it out towards you and turns to stone.
- ▷ 15.) A face on a wall says "I like the taste of L" and if you place that in its mouth it will open and allow you to enter.
- ▷ 16.) A tree gains wings on which you can fly. However they only go from one forest to another (an early game limited travel thing.)
- ▷ 17.) Instead of having a bush to burn to reveal a hidden stair case (as in the original Zelda) making them bonsai trees. Just an alternative effect.
- ▷ 18.) There are once daily potions to boost stats.



- ▷ 19.) A thing that turns you into energy and sends you to a lower area, and another that does the same only it sends you above. You can tell the difference by color. A magical flame that turns you into upward going smoke.
- ▷ 20.) Crystal balls that only break when you throw a magical rock on them.
- ▷ 21.) every time you defeat an enemy you get a magical flag. They are one use. If you wave it apart from a battle it will call them forth for a fight. If you use it during a battle in which they are present, it will turn them away.
- ▷ 22.) poked by a crystal, be transformed.
poked by a cactus, be transformed.
"Calling up" cactuses to guard you, throwing spikey crystals each with their own effect.

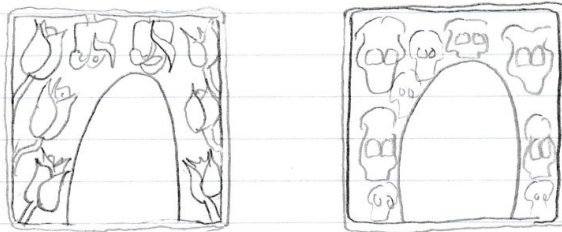


▷ 23.)

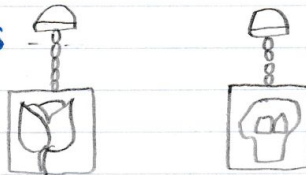


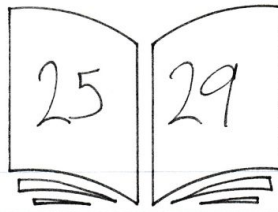
The effect of a circling snake, two coins appear upper & lower, snake disappears, coins fall down. Or as a weapon two red disks appear that attack nearby enemies. Could be a charge weapon. The longer you hold a button down the more powerful the disk, going from green to red.

▷ 24.)



The only way you can enter is with a special item.
One that matches what surrounds the doorway.





- ▷ 25.) There are eight legendary dragons. They are shown above certain doorways. Every time you defeat one of them you can now go through those doorways.
- ▷ 26.) A shield can capture the image of things and take its power.
- ▷ 27.) A monster head balloon to help you.

▷ 28.)



Dangerous monster head drool from above.

Cyclops w/ dangerous tears coming down.

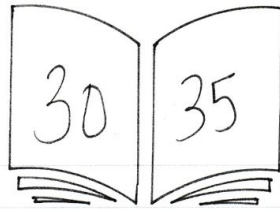
▷ 29.)



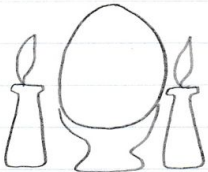
monster meat



makes the image of a monster/monster head drool down acid that opens up a hole.



- ▷ 30.) If you take an image of a loved one to the grave of someone who once loved that person then the spirit in the grave will help you.

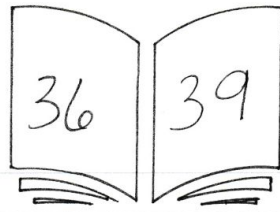
- ▷ 31.)  Blow out the candles & the crystal gives you its power

- ▷ 32.) A great serpent goes from one ledge to another, turns to stone, creating a bridge.

- ▷ 33.) You can create helpful perfume out of certain things.

- ▷ 34.) Certain acid turns you into a skeleton.

- ▷ 35.) Certain goop makes you very fat temporarily, which is cumbersome.



▷ 36.) ctf a gambler job class the gambler has a "book of beasts" which opens at a random place. The page it lands on is of the beast which will be summoned.

▷ 37.) A skeleton enemy w/ its real head inside its rib cage. you can only defeat it by attacking that head.

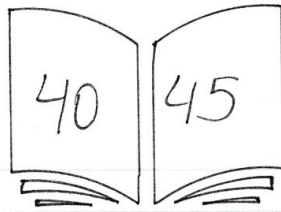
▷ 38.)



every few tolls of a bell is a lightning strike

▷ 39.)

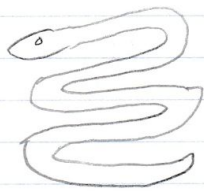




▷ 40.) Different color magical gems to collect.
Each color gives you control over the
things that have that color in a game.

▷ 41.) Every wand has two effects, one from thrusting
the wand and one from twisting it.

▷ 42.)



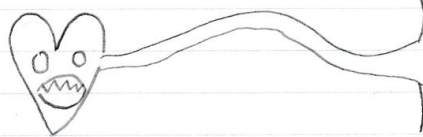
A snake spring to spring
up on.

Can be called forth.

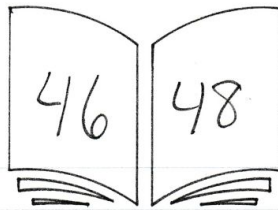
▷ 43.) The only way to get through the Great
Desert is by riding on a giant sandworm.

▷ 44.) Seeing a certain feather means you
can call upon the bird of a kind,
each with their own bird whistle.

▷ 45.)

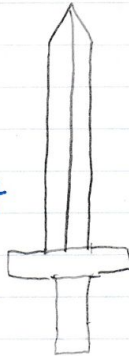


The heart of an
enemy comes
out to attack
you.

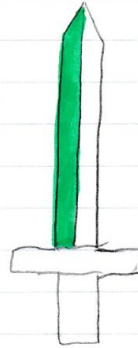


▷ 46.)

Sword
at
lowest
power



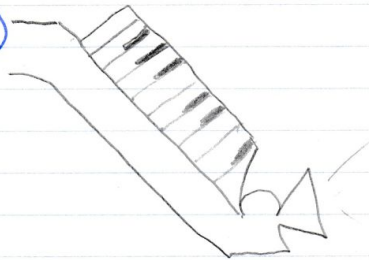
Sword at
mid
power



Sword at
max
power



▷ 47.)

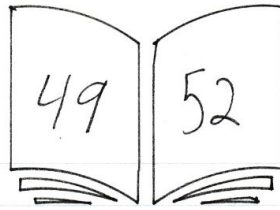


Rolling / sliding down a
"keyboard & horn" hill
for just a neat effect.

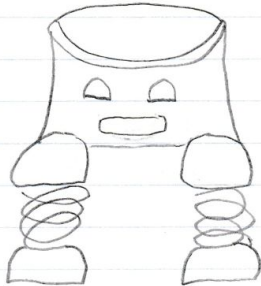
▷ 48.)



Jump on the horn,
produces musical
notes that goes
against area
enemies.



▷ 49.)

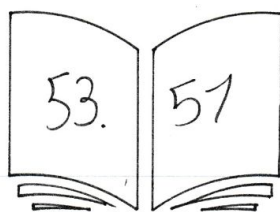


you can call forth this guy to jump much higher with.

▷ 50.) A spell that turns the enemy into harmless like jelly. Then if you jump on them they splash apart. If you strike them they split into pieces.

▷ 51.) During the last battle you fight as a being that is your whole party into one (all of your party form into one being.)

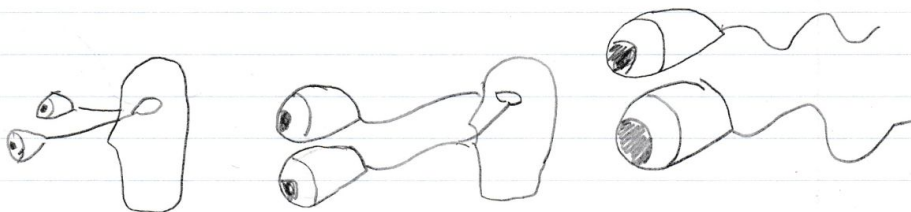
▷ 52.) There is a mysterious room with bubbling slime which changes color over time. you can throw things into it. Depending on the color a certain thing will happen.



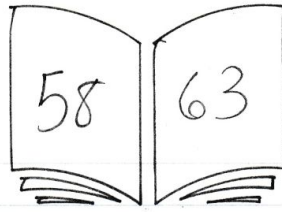
▷ 53.) Different kinds of magical stones can be used w/a sling shot.

▷ 54.)  "bomb" shirican

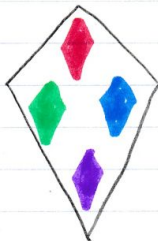
▷ 55.) Shirican that saws through things cutting them down or splitting them open.

▷ 56.) 
"eyes coming out of a head"

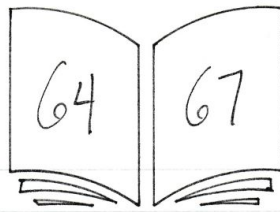
▷ 57.) A spell that turns a weapon into a joke item. Making guns into funny looking kid's toys, making an axe a rubber axe, making a sword go limp.



- ▷ 58.) "Pure soap" is a spell, one good against things like roach enemies.
- ▷ 59.) There is a much cheaper spell to cast among cure spells but it cures the enemy too.
- ▷ 60.) There is a spell that turns other spells into something else, like fire into cure.
- ▷ 61.) Special one use items transports you somewhere else during battle, such as one for the nearest inn or to a dimension w/ a merchant there to buy things then return to battle.
- ▷ 62.) A spell that calls forth a ghost merchant.
- ▷ 63.)

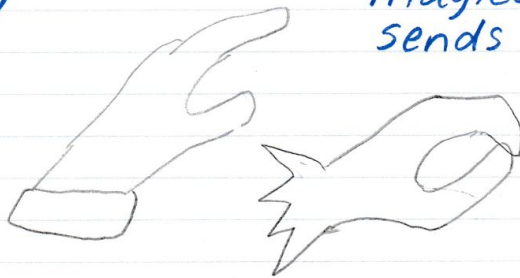


Getting the four gems for a magical shield.



- ▷ 64.) c/n general green = helpful, red = harmful, blue = mysterious (a clue to something), black = something is hidden, orange = great power, purple = great value, and so the player can judge things.

▷ 65.)



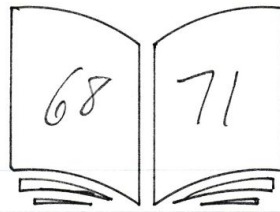
magical bracelet that
sends out your hand
in energy
form.

▷ 66.)



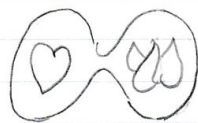
An enemy

- ▷ 67.) pick up a large cube, drop it over you, and you are taken some place else. The image on a cube tells you where you will be taken too.. a bonus level, a store, or wherever else.



- ▷ 68.) An area where you ride on a skateboard and a hard to get power up along the way which turns it into a kart.

▷ 69.)

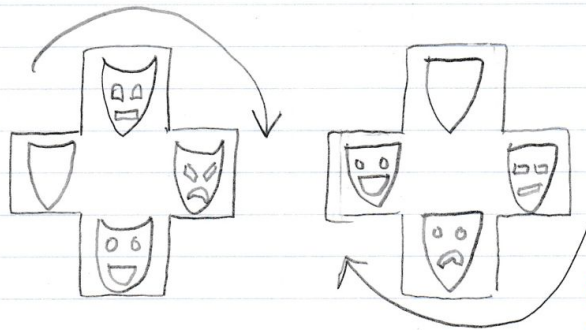


power up items come in two's.



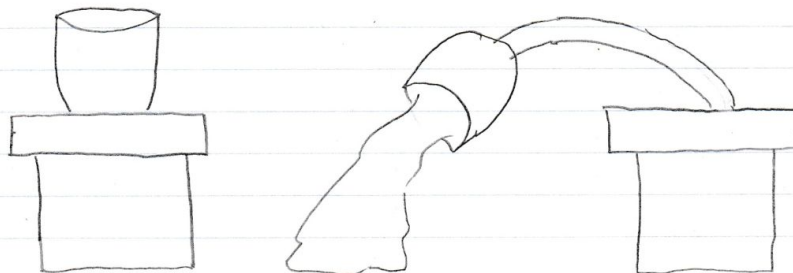
or even four's.

▷ 70.)

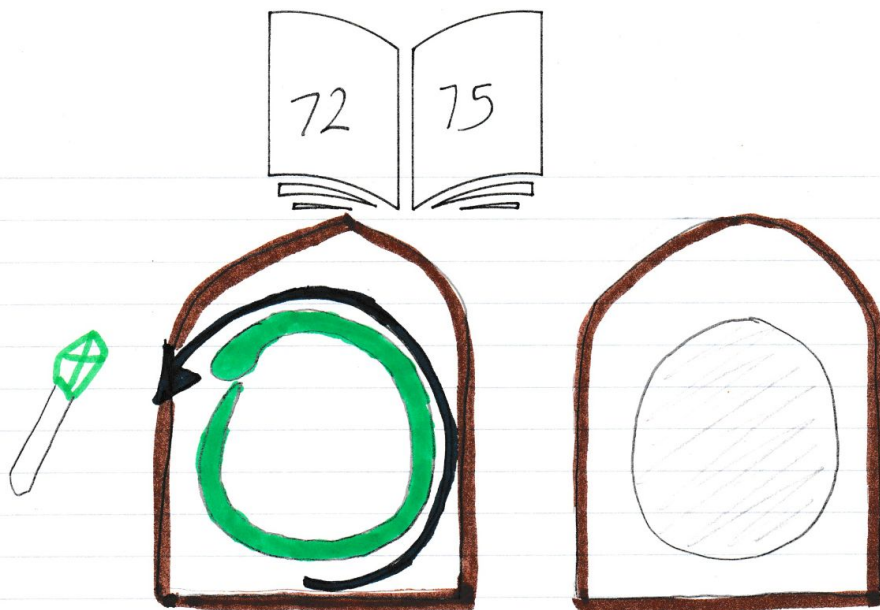


A rotating thing as an enemy maybe or as something you hit (in the right place) for a power up.

▷ 71.)



▷ 72.)



This magic wand makes a snake on a wall circle around, then disappears, then an entry hole appears.

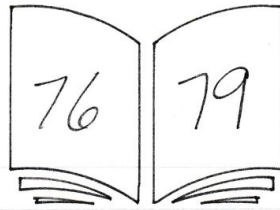
▷ 73.) Ghosts can enter into paintings & haunt them, bringing to life the image they bear.

▷ 74.)

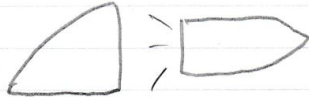


A book on the floor turns pages and randomly brings up enemies based on where it stops.

▷ 75.) First you get a normal shovel, later a magical shovel (finds & digs things up automatically) & the same for a net.



▷ 76.)



Using a slow-down power up you can slow down a bullet, jump on top of it, resume regular time and rapidly go forward.

▷ 77.) W/a "slow down" power-up you can steal arrows. Or you have the power to stop them in mid air, causes them to drop for your taking. The same effect can happen from enemy boomerangs.

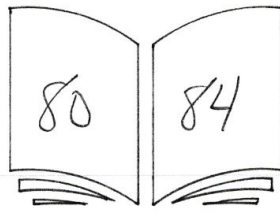
▷ 78.) You can buy "magical soup" cans at a shop. When opened a mix of magical things randomly happen.

▷ 79.)



Skull lantern causes death against certain enemies.





▷ 80.)

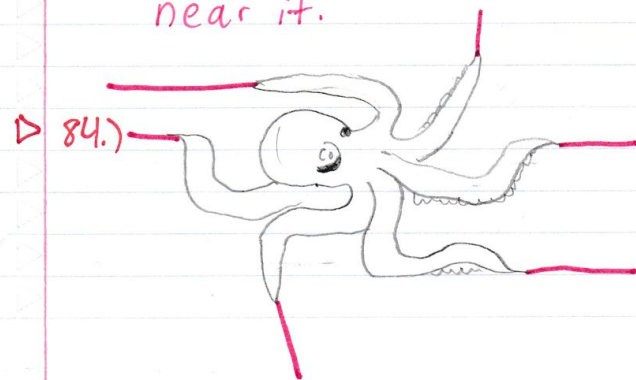


Face made from falling slime, in this case from a tree & tree branch.

▷ 81.) magical candles that produce faces from its smoke— like helpful monster heads that attack for you.

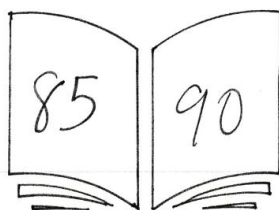
▷ 82.) When Holy Water is thrown on the ground a helpful angel comes up.

▷ 83.) The Radiant shield burns down things near it.



▷ 84.)

Calling on an octopus that shoots lasers in every direction. Can be robotic.



- ▷ 85.) Special crystal balls have things inside that can be melted in a special fire, bringing them out.

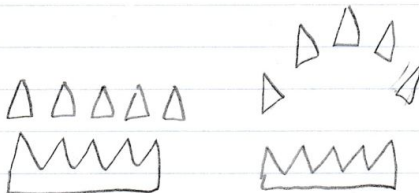
▷ 86.)



Calling on an elephant head to blow everything away.

- ▷ 87.) A bubble making gun as a weapon.

▷ 88.)



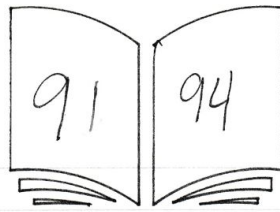
Triangular spikes come up from a crown you wear.

- ▷ 89.) Pick up an orb w/ a power up inside & drop it over & over again to break it open.

▷ 90.)

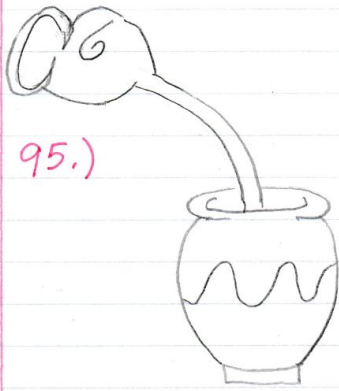
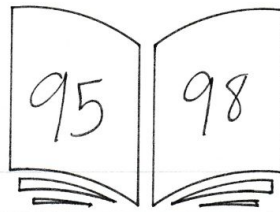


Lanterns only have special powerups for you if you light them up with a lightning spell.



- ▷ 91.) You have two health meters: lesser defense and greater defense. Harder attacks take down the greater defense meter, lighter attacks take down the lighter attack meter.
- ▷ 92.) You can summon a spirit with a broom that sweeps away all the enemies on screen.
- ▷ 93.) Squares w/ the image of an enemy on them fall from above. If one hits you then the area is suddenly full of them.
And there might be one among all the others that would bring up help instead.
- ▷ 94.) When you see a lot of sparkling in a spherical shape and enter into it, you become a fairy.

The same thing but in pyramid form makes you something else.



▷ 95.)

"Rose in a vase" enemy.

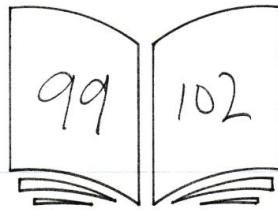


▷ 96.)

power-ups look like a dragon's hand holding a ball.

▷ 97.) You can make your own health meters, like four different ones, based on the items you get. You can choose what you are stronger against that way. You can use your experience points towards them, too.

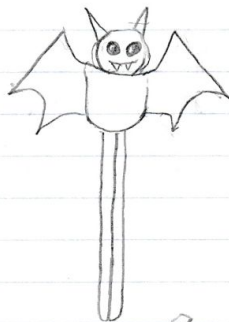
▷ 98.) When a rabbit appears & disappears there is magic where it stood.



▷ 99.) A magical pocket watch (has magical crystals, was made by a magician) gives you things on the hour every hour such as a potion or something.

▷ 100.) There is a wizard on a cloud above that attacks you with a rainbow wand.

▷ 101.)



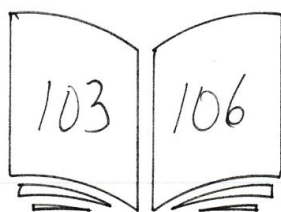
"Bat axe"

shoots out helpful bats?

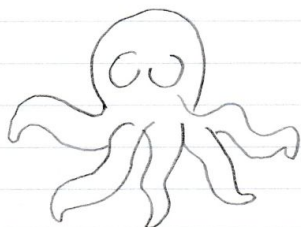
▷ 102.)



Every time you get a dragon tooth this image is shown of a dragon w/ one extra tooth & once you get five you can summon him.

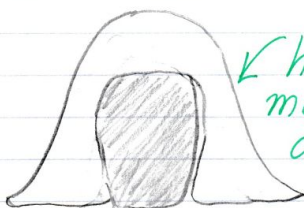


▷ 103.)



once you get eight tentacles
you can summon this
octopus.

▷ 104.)

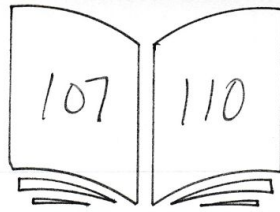


↙ hood
moves
about

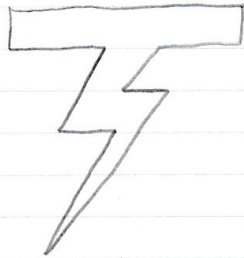
A hooded figure as
a magical doorway.

▷ 105.) cln a random battle kind of game
if you go a little bit out of the
way you are more likely to encounter
a butterfly that flies over you &
heals you.

▷ 106.) You can get help from "The Evil
Gods" throughout the game but
they empower enemy bosses & the
final boss if you do (if you free
them to recieve their help.)



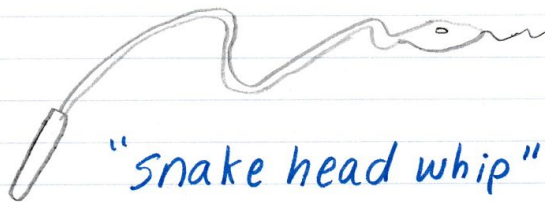
▷ 107.)



Jumping on this platform
will send you upward
like lightning.

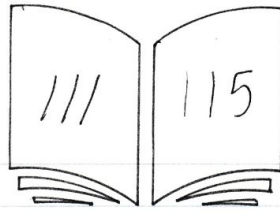
▷ 108.) A magical stamp with magical ink
stamps protective & helpful sigils
on the wall. cef on the wall:
defensive, if on the floor: offensive,
so every sigil can be used two
different ways.

▷ 109.)



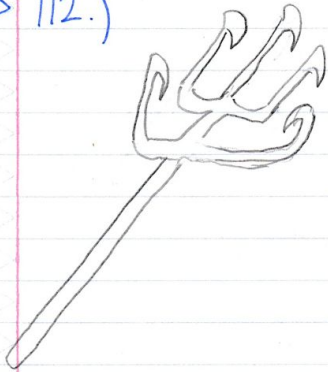
"Snake head whip"

▷ 110.) A magical boomerange sends out magical
dust everywhere in its path.



▷ 111.) cdf you throw a bottle of coins into the sea poseidon or Leviathan will help you.

▷ 112.)

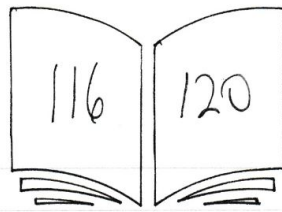


"dragon claw" weapon
captures & squeezes

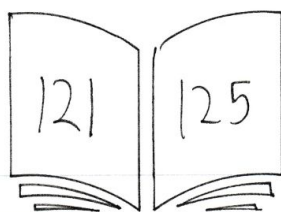
▷ 113.) A dragon head on the wall blasts lightning from its mouth.

▷ 114.) Snakes attached to a wall attempt to strangle you.

▷ 115.) Firey skull heads on a pole send out stronger fire if you get near them, burning you.



- ▷ 116.) elf you cast a spell on a painting of a large head it will come out, swallow you, and take you through the painting to a special place.
- ▷ 117.) One of the dungeons in the game is the Graveyard Dungeon, full of evil spirits & spirits that must be freed.
- ▷ 118.) you can collect roses. elf you place them on a grave you are blessed, if you put them into a fairy pond you are blessed (with something nice) or if you put them in front of a fairy pond.
- ▷ 119.) All races (elf, goblin, fairy, ect.) are that way because of what they eat. Goblins are goblins because they eat food that makes them that way. So you can change form by eating it too.
- ▷ 120.) When you defeat an enemy you turn it into a flag, which you burn, to undo a curse.



- ▷ 121.) You can get a magical bell that can only be used after a victorious fight. That bell will then ring and you will receive a bonus item.

There are more than one to get each w/ their own bonus item and each w/ their own sound.

- ▷ 122.) The dandelion wand works well in windy areas.

- ▷ 123.)



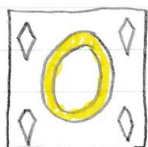
can't open
even w/ key



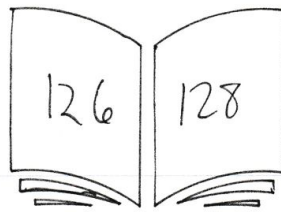
can open

- ▷ 124.) Cubes of floating water. passing through the red one restores health, passing through the green one restores magical power. Then a pyramid one which restores both.

- ▷ 125.)



A special more valuable coin w/ diamonds in the corners.

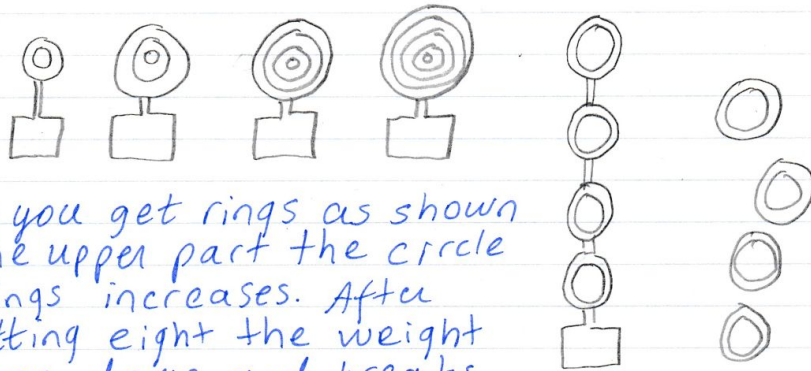


▷ 126.)



You collect rings. They are shown as here, forming a longer & longer link. When you want to take its power you break them apart. you can have up to eight linked together & the longer they are before breaking them, the greater the power gotten from them.

▷ 127.)

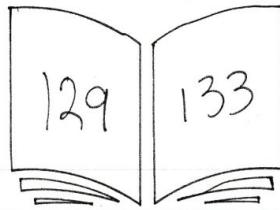


When you get rings as shown in the upper part the circle of rings increases. After getting eight the weight drops down and breaks them all apart, giving you a certain power.

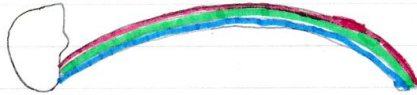
▷ 128.)



If you jump on a star flower its star will grab you and then grow upwards unto space.



▷ 129.)



clf you bear The Rainbow Crystal then certain places will open up for you, in the form of a bridge.

▷ 130.) There is a magical fire you can jump into. clf will not harm you. Rather it will turn you into smoke & let you travel that way (getting through areas more easily) temporarily.

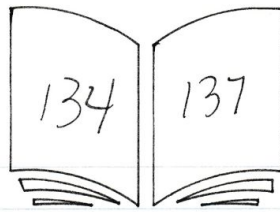
▷ 131.) There is a magical pond that transforms you into floating water. There is a fire pit that turns you into walking fire yet it doesn't harm you.

▷ 132.) you carry a severed wizard's head that speaks magical things wherever you take it.

▷ 133.)



A fire helm protects you from overhead enemies

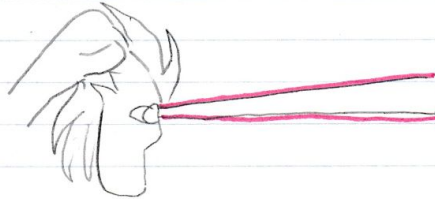


▷ 134.)



elf you get near a star flower
it will give you invincibility
glitter.

▷ 135.)



You can pull up a head like you would
pull up a plant, and beams come out
of its eyes to harm your enemies.

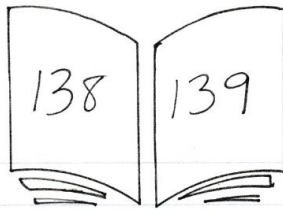
▷ 136.)



A "death ball." whatever you throw
it at dies.

▷ 137.)

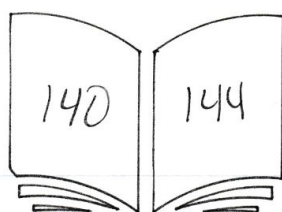
You can pull up animal heads like they are
plants. you take them to an idol, which
will bless you for it with something nice.



- ▷ 138.) There are idols with names that you can collect prayers for. Then, upon using the prayer at its idol, something nice happens.
- ▷ 139.) Some of those prayer sheets contain a "gift" object you must provide along with the prayer, or it will not work. That might be a sacrifice or a certain monetary tithe.

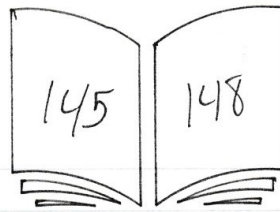
Adam Jensen Lyso

Public Domain
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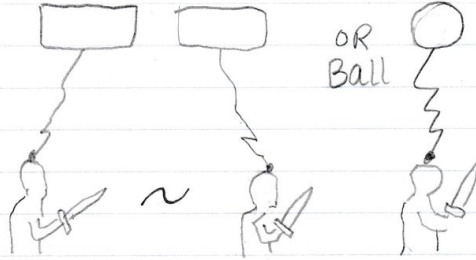


- ▷ 140.) c/f a pit glows green then it means something helpful is about to come out. c/f it glows red then something dangerous is about to come out.
- ▷ 141.) c/f you kill certain enemies with your sword then its evil spirit will enter into it, cursing it.
- ▷ 142.) A fishing pole w/ a crab like thing lets you "fish" in sand-like at the beach, or in the desert.
- ▷ 143.) Attacking certain slime with your sword will turn it into something like jelly.
- ▷ 144.) Certain cloaked enemies you kill will drop their cloak which turns into a doorway to another "underworld" dimension.

The color of the cloak gives you a better idea to where they take you.

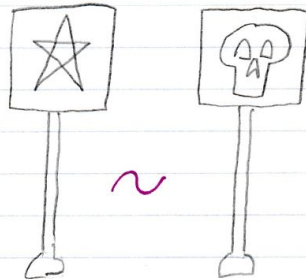


▷ 145.)



Electrical energy follows you like a plasma ball, restoring energy. maybe you might need a special head piece to benefit from it.

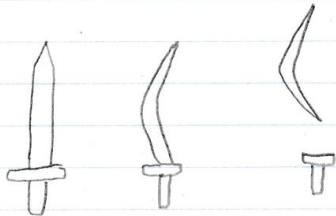
▷ 146.)



Don't pass through this pole! ctf. you do the image will flip to a skull and the following area will be more dangerous.

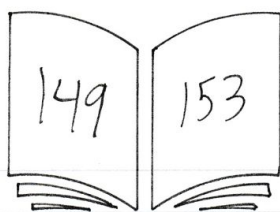
might be the cost of a short cut.

▷ 147.)

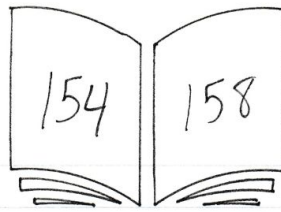


A sword turns into a boomerang with the charge button.

▷ 148.) ctf your HP is full then your magic and weapons are more powerful (an incentive)



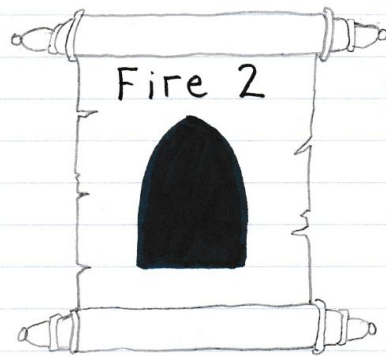
- ▷ 149.) A relic / accessory that gives you stronger attacks if your HP / energy level is at 75% or above, then a later one for 50% or above, and finally one for 25% or above.
- ▷ 150.) When you die you become a spirit that must find a certain thing to bring back to your body to become alive again.
- ▷ 151.) You can become a cloaked spirit that can steal the souls of enemies — and can now become those enemies or use their power.
- ▷ 152.) A magical light makes a shadow of yourself that will fight for you.
- ▷ 153.) You have a crystal that grows everytime you win a round of fights or complete a level. The larger it is the more valuable it is. When at its maximum size it becomes a color, some have the potential to grow larger than others.



▷ 154.) There is a dome protruding from your armor that sends out protective energy, or one on a shield.

▷ 155.) That dome can become an outward going sphere which protects or aids you.

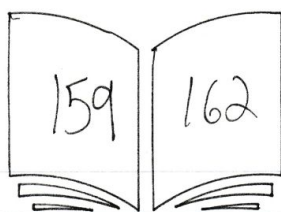
▷ 156.)



You learn magic by getting scrolls. A scroll for every spell. When you open them you are sent to a magical dimension. Once you beat that area you get the spell.

▷ 157.) In an RPG game there is a hidden person, a genius, that has invented a gun. The whole game is old based, without tech, but this guy talks of how he created a gun and offers to sell it to you.

▷ 158.) Mages have magical beads armor.



▷ 159.)

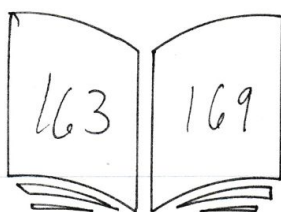


elf you hit this brick a wolf
will howl and scare away
nearby enemies

▷ 160.) Underwater areas have powerups such as become a sea creature, shoot out strong and fast bubbles, boil the water around you as invincibility, and becoming a striking thing in particular. There can be a route of air that if you leave you are back to swimming until you return to it. A powerup can make that air-route larger.

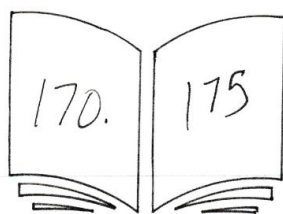
▷ 161.) The more you feed the birds the more they help you and the seed determines which birds will come around.

▷ 162.) An underwater squid may seem dangerous but no, it attaches to your head and helps you - helps you swim and attacks for you.

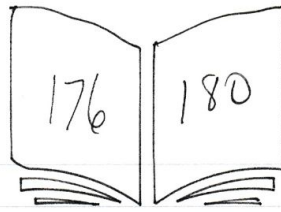


- ▷ 163.) Color bombs blow up things of their color.
- ▷ 164.) In a fighting game you can magically shake the opponent back and forth.
- ▷ 165.) Where there are green orbs your sword gains power. In an area of a red orb it goes down in power. You can see energy coming in or going out.
- ▷ 166.) There is an enemy in the field which grabs onto you and transports you to the graveyard - a place you don't want to be.
- ▷ 167.) And one for the swamp.
- ▷ 168.) The king has a warrant for you and sent out these ghostly cloaked figures - which appear suddenly and grab you if they are able, teleporting you to be before the king.
- ▷ 169.) If you do not rescue someone in time they'll become a zombie that goes after you.

Freeing certain people will bring you their help.

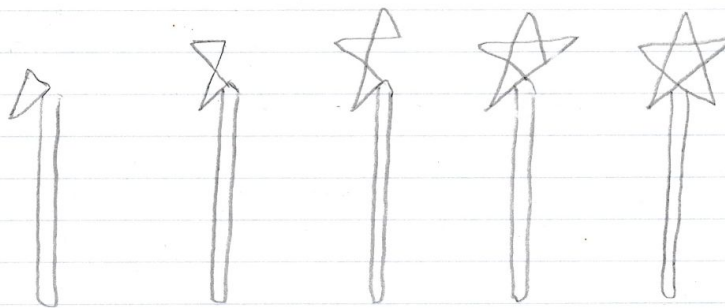


- ▷ 170.) There is an underwater powerup that lets you take control of anything that swallows you, such as a large shark.
- ▷ 171.) A rectangular (card shaped) wall can be found once every level. you can place one magical sticker on it which changes the level a certain way, according to the sticker.
- ▷ 172.) Standing cards can be burned w/ a fire based power up and its smoke creates a magical effect.
- ▷ 173.) Walking cards can be put on fire & the smoke it carries around harms enemies.
- ▷ 174.) c/f you hit a phoenix bird with fire it will come back to life stronger than before.
- ▷ 175.) you have a phoenix shield. c/f it is hit with fire a powerful bird will emerge to help you.

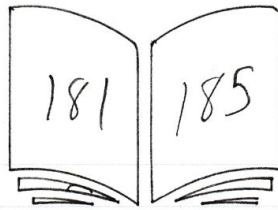


- ▷ 176.) There is a spell in the game where you can create a magical sword or other weapon out of thin air.
- ▷ 177.) A sorcerer in the game sells you visions - visions of other places, places you cannot go to otherwise, they take you to special places.
- ▷ 178.) Gaining wings or feathers: get enough and you can fly.
- ▷ 179.) There are different wings to collect: bat, dragon, bird, ect.

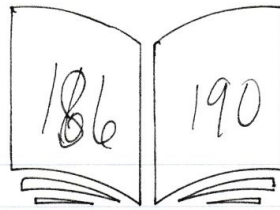
▷ 180.)



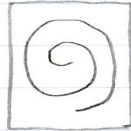
Collecting the five pieces of a magical staff. once you've gotten them all you can permanently shoot stars from it, like shuriken.



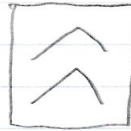
- ▷ 181.) Boomeranges can enter into and absorb magical energy, making them more powerful.
- ▷ 182.) You have a floating magical marker that can draw helpful images. Can be color based. Using a green marker w/ a green enemy nearest to it will make the same, but helpful towards you.
- ▷ 183.) A magical marker that makes doorways out of certain walls. That draw helpful sigils on a wall.
- ▷ 184.) A magical eraser erases horns on enemies, their weapon, feet, ect.
- ▷ 185.) Games have you collect food for a helpful soup. This game would let you collect symbols that have power according to their mix.



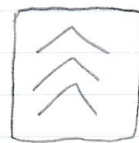
▷ 186.)



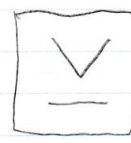
Jump as
a flip
power up



double jump
power up



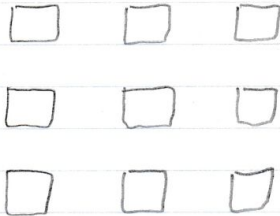
And triple
jump



And walk
on air

▷ 187.) Create a wall out of thin air that you can climb on

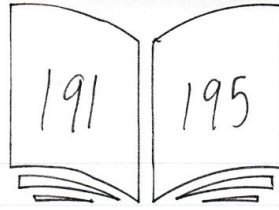
▷ 188.)




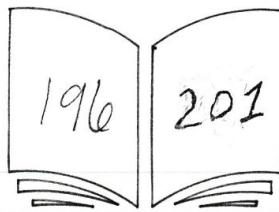
Bring up a series
of blocks you can
maneuver on.

▷ 189.) Randomly zap around other areas of a room. Can be a good defensive action.

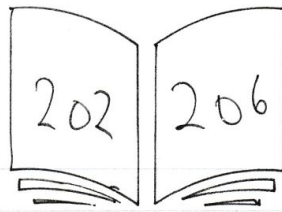
▷ 190.) In a random battle RPG game you can surround enemies with shadows of yourself - the shadows of your team on the left, regular team to the right.



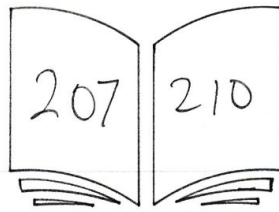
- ▷ 191.) In a turn based battle those in your party can split into an alternative self — if you have gained that "other side." Then you can fight not as one but as two.
- ▷ 192.) Special water that you throw raises up vines which wrap against your enemy.
- ▷ 193.) There is a gambling area in the game and certain items increase your luck such as a horse shoe accessory.
- ▷ 194.)  mystery orbs you throw into a fire crack open and give you a random thing, special weapon, or something else.
It can be a gambling sort of thing w/ lesser odds for something special.
- ▷ 195.) There are magical plants and miniature trees inside cubes, as a thing you can get, which emit helpful magic.



- ▷ 196.) Riding on a skeleton cerberous through hell, after it is slain.
- ▷ 197.) You attack a skeleton fighter & it loses its head but birds are always coming down, grabbing the skull & returning them.
- ▷ 198.) Birds piece together monsters. Or birds piece together helpful things.
- ▷ 199.) A lizard on your shoulder becomes a destructive dragon when you are near certain food which it grabs w/ its tongue & eats.
- ▷ 200.) There are magical cubes that intensify the effects of anything placed inside. For double effect, place them in a magical sphere first.
- ▷ 201.) You can reverse the effect of a potion by placing it in a crystal skull, making it posion instead.



- ▷ 202.) If you die with the white cloak on you will be brought back to life, but you can't fight well with one. The black cloak gives you greater attack power but if you die with one on you stay dead. A gray cloak brings it in between — moderate attack, return to life with half the health.
- ▷ 203.) Gold is hard to get but the more you have the more enemies are scared away from you.
- ▷ 204.) Pearls are hard to get but the more you have the more help you receive.
- ▷ 205.) A sword that breaks after so many uses but when it does a helpful spirit comes out.
- ▷ 206.) When you return to a level it is now vacant and you can grab anything you missed the first time.



▷ 207.)

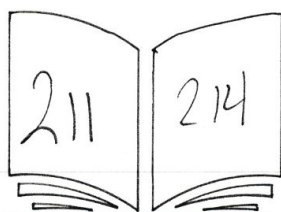


The rainbow bottle adds 5 effects to anything you put inside it.

▷ 208.) Like in a TMNT beat-em-up you can switch between fighters at any time, until their energy is depleted. But add to that four mech suits you can switch between at any time — until they are broken. Any fighter can use any mech suit.

▷ 209.) Switching between any character in platforming games — they each have things they can use and not others. Some can swim well, not others, and so on.

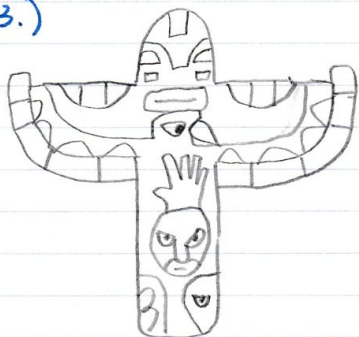
▷ 210.) There are multiple characters you can free w/a key, dispersed through the level, and then play as. The better ones are more difficult to free. Some come about after hitting an invisible brick (was cursed into one.)



▷ 211.) you can swallow a seed that transforms you into tree for reasons such as shedding magical things, protecting other party members, just walking & playing as one, or to be able to talk to other trees in a magical forest.

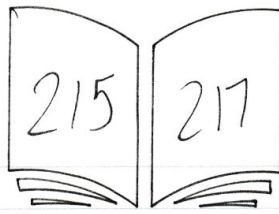
▷ 212.) A spell that turns your hands & fingers into branches, blades, vines to climb & raise with, or robe which grabs onto things.

▷ 213.)



Whenever you place 5 different pieces of a certain food before a totem pole you are blessed with something.

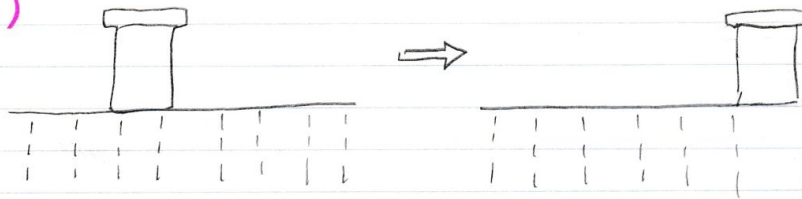
▷ 214.) Pandemonium boxes unleash hell when opened. Hellish creatures emerge that are not otherwise in the game.



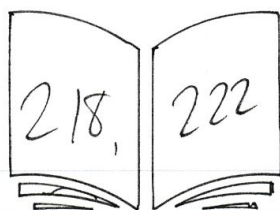
▷ 215.) Magical area-based stones summon things that help you, based on the area. There is one for the mountains that randomly calls on The Goat to help you, for the forest a powerful bird helps if you own the "mountain stone" & the "forest stone."

▷ 216.) You can collect magic stones that turns enemies into helpful pets. So if you normally fight a certain bird & have the stone that bird will be helpful instead. The stronger the enemy the more difficult it is to get a stone for it, so a dragon stone is much harder to get than a rabbit one.

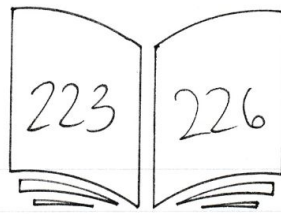
▷ 217.)



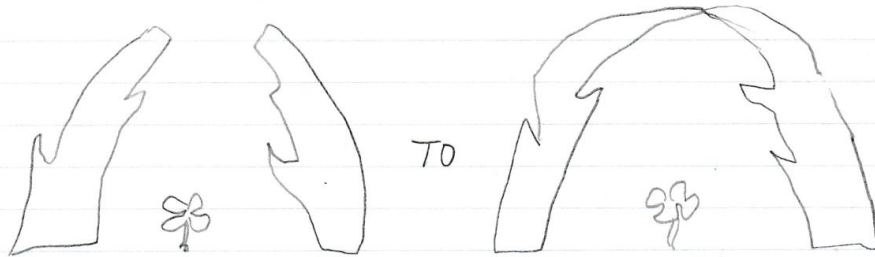
With a "strength" power up you can push the pipe. Depending on where you push it to it takes you to different places



- ▷ 218.) A wand that creates a hole from which a helpful creature comes up from.
- ▷ 219.) A rotating cube w/ an image on every side, hit an image with a wand at it will come about / come alive / remove something, or whatever else.
- ▷ 220.) There are faces on a wall. Different colors of water come down from them, if turned on. Turn on all three or four to get a magical potion from them.
- ▷ 221.) A power up giving you a metal ball that can be used for a pinball or plinko effect, which you can get special items through. A golf ball you get can be used in a field area of the world map. A basketball hoop to add to it. One ball powerup = 's many games.
- ▷ 222.) You can summon creatures (a snake, a bird) which swallows enemies & turns them into magical eggs.



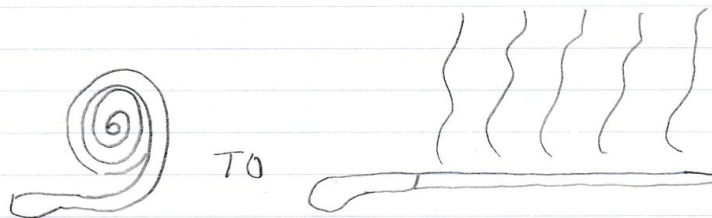
▷ 223.)



Two trees slowly grow together in the game & when they connect a magical entry way appears before them.

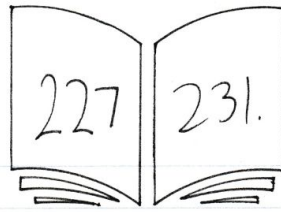
▷ 224.) A timer starts in a get-out-of-the-place way before it's all destroyed. But a hidden chest appears somewhere which stops the timer.

▷ 225.)

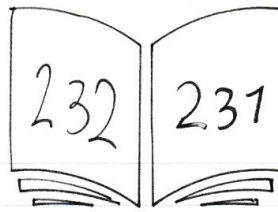


A "Wind down" weapon. Once stretched out things come from it.

▷ 226.) A firey flying thing comes out of a wand & you can direct where it goes.



- ▷ 227.) Instead of coins to collect you collect white and black pearls, or in sunny areas you get diamonds, in dark areas darker gems, in forest areas amber, and underwater you find pearls.
- ▷ 228.) There are upward staircases which increase health, then there are downward ones which decrease health— those you cannot go all the way downward on without a high level of health.
- ▷ 229.) When you die an angel & demon fights for your soul.
- ▷ 230.) you collect pieces for a mech suit.
- ▷ 231.) You collect parts for a summon creature like a Frankenstein (Frankenstein) is made. The more you put into it the more powerful and grotesque it is.

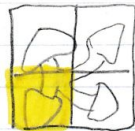


▷ 232.) You can collect the souls in a grave yard & put them into statues.

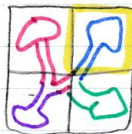
▷ 233.) A magical umbrella that floats above your head.

▷ 234.) Armor that is new is more defensive for the first few battles, after that "shining" is required.

▷ 235.)



The powerup of a mushroom being used in 1~4 pieces.



The same but different colors mean I do different things.

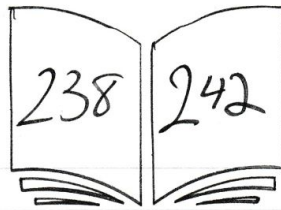
▷ 236.)



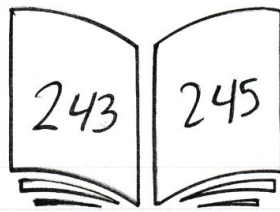
These blocks give you a nice powerup but at the cost of health.

▷ 237.)

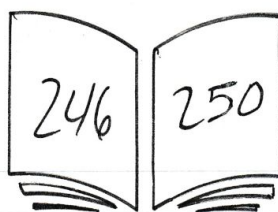
A color changing mushroom. Goes from green to red. Grab it on green, get a powerup, get it on red, it harms you.



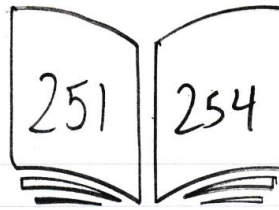
- ▷ 238.) You can draw a magical line that if anything crosses it it changes, transforms, becomes harmless, or becomes helpful.
- ▷ 239.) you have a decoy of your shadow self. Less intelligent enemies go after it instead.
- ▷ 240.) you can raise small pools of water and have them be carried overhead for protection & when you bring them down onto you you are healed.
- ▷ 241.) one of two exits, one leading to a bonus level, one to a next level only. They are randomly changed. There is a hidden block (an invisible one) that reveals which one has the bonus level, as found somewhere during the level.
- ▷ 242.) Every level has a particularly difficult enemy. Defeat it and one of four numbers appear as in a thought bubble: 3 or 2 ect & that is your magical number for something.



- ▷ 243.) You have the power to make over head blocks disappear bringing anything on top of them down. Floating weapons can be brought down against enemies if you have that power. The power to control an enemies weapon, taking them, and using it against them in a flying manner. Bringing down a magical sphere & breaking it open, and so on.
- ▷ 244.) An auto-transforming power through a wand: a wand makes a pool of acid-dangerous to enemies, which turns into slime, then turns into fluid that raises your health.
- ▷ 245.) Other auto-transforming things. At first harmful, becomes helpful, or the opposite. Starts small, becomes larger, such as one step leading to a stair case. Starts out as a vehicle as small as a toy car, gradually becomes large enough to use. Begins as a monster, becomes a friend.

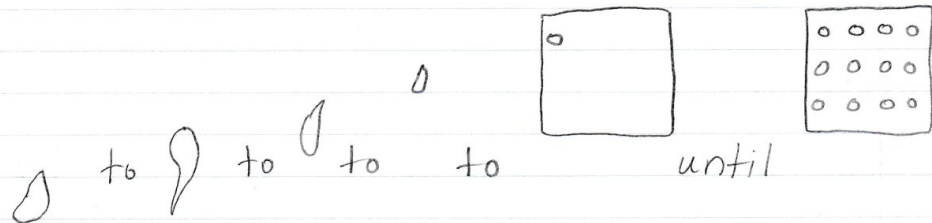


- ▷ 246.) When you beat a dungeon it becomes more like a church w/ stain glass windows & angelic figures.
- ▷ 247.) Your objective is to turn the temple of a god into one of your god - as you have chosen, through victory over the power within. There are typical dungeons but also - Temple-Dungeons.
- ▷ 248.) Going against strong deities is not advised unless you are powerful. But those who worship them and the deities themselves can be controlling and bossy. If you are powerful enough you can overtake them and things like their idols, turning them over to your own deity.
- ▷ 249.) Some towns are under the control of gods and you cannot enter into them without leaving an acceptable offering to an idol at its gate.
- ▷ 250.) If you help / save a wizard he will introduce you to his god.



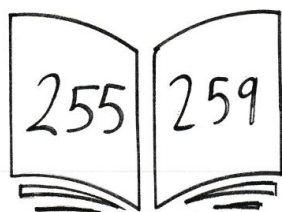
- ▷ 251.) The Rose ring makes you permanately larger and stronger.
- ▷ 252.) Ghosts in the game bother you until you offer a rose at the statue of The master Ghost inside a temple surrounded by a graveyard.
- ▷ 253.) Magical cloaks turn you into things like goblins, elves, or skeleton fighters. Just a neat effect with whatever purpose.

▷ 254.)

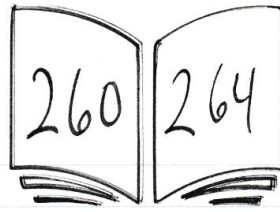


Defeat an enemy and it will come up as slime forming into a dot on this square at the top of the screen. Once the square is full of dots they turn on as little green lights, and you obtain something

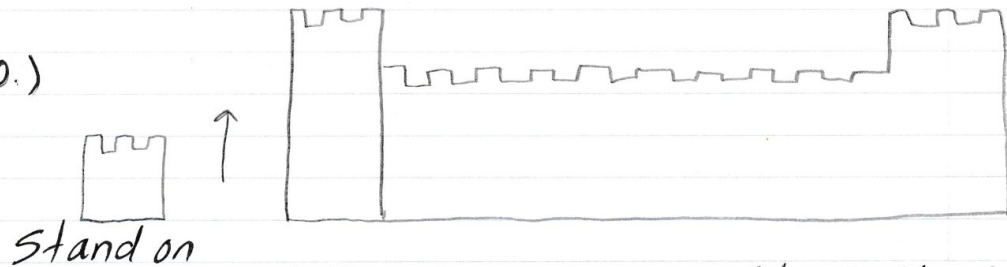
(extra life, extra power until all the dots have been used, going down one by one.)



- ▷ 255.) Magical capes and robes become tattered over time and must be replaced.
- ▷ 256.) As a mage you can use spells contrary to the kind of robe you have but they become damaged if you do — therefore less and less powerful, over all.
- ▷ 257.) The gambler job class can gain "magic numbers;" "luck" numbers. Whatever number they obtain brings luck in certain ways. Like if you see four pots in a room & your number is four, special something will be in the 4th pot, or you are stronger at 4:00, or a 4th door way in a row of them leads to a special place that it would not otherwise.
- ▷ 258.) more in a platformer, every world has a magical number. The same kinds of things as above happen.
- ▷ 259.) Before a level a question like "how many pipes/Bushes" is asked. At the end of a level squares with numbers on them appear. Use the correct number for a bonus level.



▷ 260.)



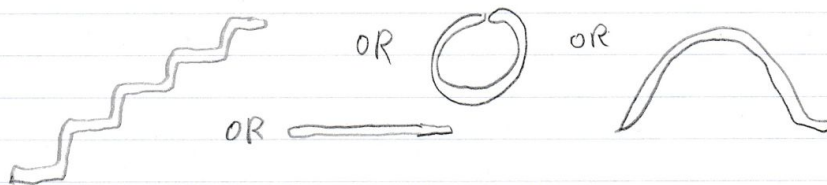
Will raise up to a castle in the sky

▷ 261.) Church steeples restore energy.

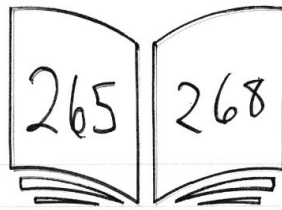
▷ 262.) A town has a haunted room that none one goes into. If you defeat what's inside you'll be rewarded. A king has a monster locked away (perhaps his son) & only you have the power to change him back to a person.. If you get a special item.

▷ 263.) you drive a car w/a cart/basket on top down a special road with coins falling down into it.

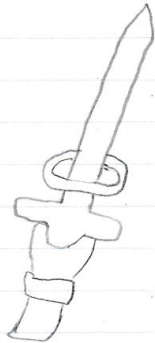
▷ 264.)



A pet snake does different patterns for you.



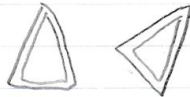
▷ 265.)



A magical bracelet makes rings come out of any



weapon.



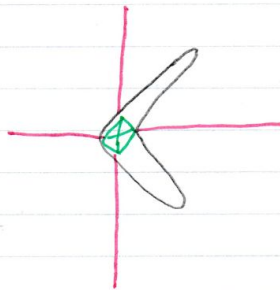
or turning triangles.

▷ 266.)



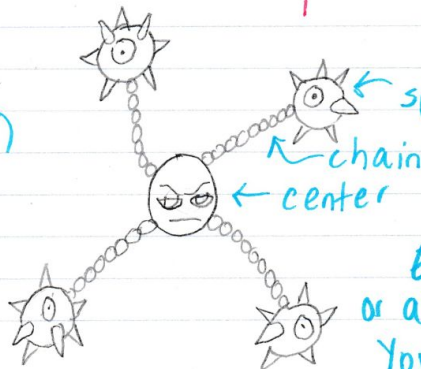
Upward going diamonds come from a crown, diamonds that damage enemies.

▷ 267.)

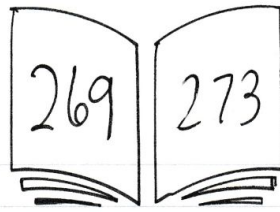


A magical boomerange shooting out rays from its center crystal.

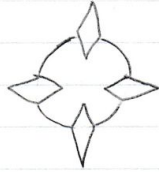
▷ 268.)



Either a floating around enemy or a floating around weapon of Yous's.

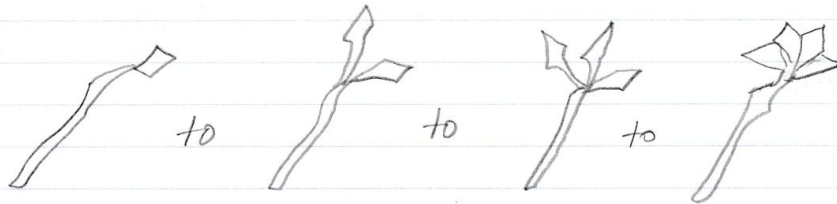


▷ 269.)



A spiked ball only it is a crystal ball with crystal-magic spikes.

▷ 270.)

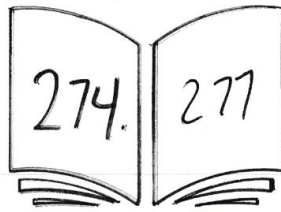


A magical wand from a magical tree branch grows 3 more pieces, over time.

▷ 271.) There are magical eggs in the game which can only be cracked open with a warm light wand.

▷ 272.) Deities guide the game. You have access to the things which have its symbol. Every deity gives you different things & objectives. It causes different things to appear in the game.

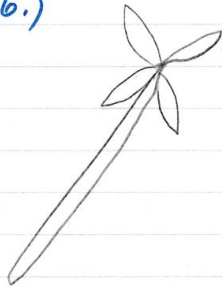
▷ 273.) A machine sucks in ordinary things and makes them into monsters.



▷ 274.) If you eat a certain plant while on a beast it will become a different beast. or it will "Frankenstein" that beast. There can be reverse-effect plants too.

▷ 275.) If hit in a certain way the beast you ride on (or just helps you in any way) will become too small to help you. You then must find a grow-back food to give it in order to use it again.

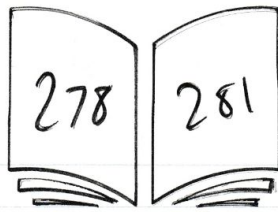
▷ 276.)



A fan wand / staff used in two ways: to draw in power and draw out power.

The power it draws in can be drawn out.

▷ 277.) You go to a heavenly area where you find thrones & seats. There is an informative plaque next to it that tells of a life and a person for it.. A knight, king, merchant, once you sit on a seat you fall back down to earth & start to live that life. Game starts that way.



▷ 278.) W/a beast you ride upon, whatever you eat is gained to it, eat a flying creature you'll gain wings, w/ horns get horns, a wizard, get magic power.

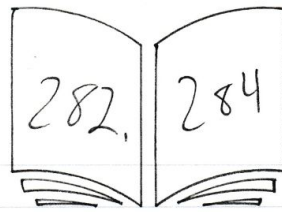
▷ 279.) The beast you ride on has a necklace you can transfer power from, if you take it off the beast & put it on yourself, you gain its power.

▷ 280.)

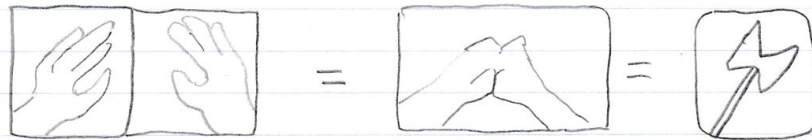


place two closed-eye blocks together & the eyes will open. After that a special thing happens. In this case a doorway opens.

▷ 281.) Just as a neat effect, there is a giant music box w/a dancing automaton on top that casts magic down on you - like harmful magic.

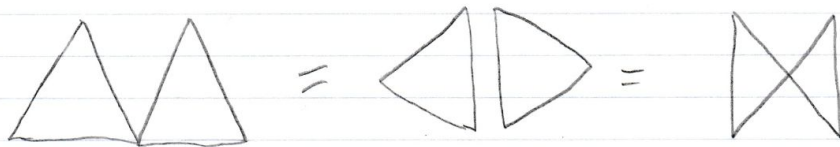


▷ 282.)



put the two blocks of hands together. They will clutch together, disappear, then reveal a power up.

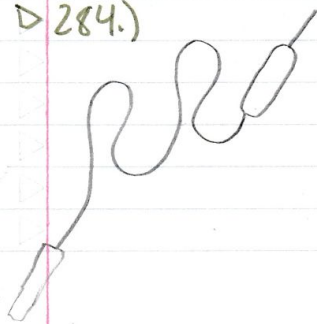
▷ 283.)



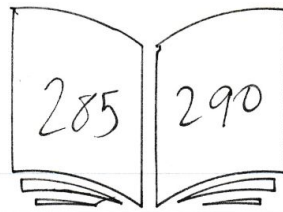
As animated, placing two triangles together turns them into an axe.

Also: putting a rectangle in between instead, makes a sword. So the sword is a little more difficult to make, but worth it.

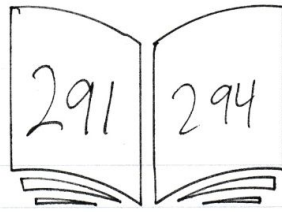
▷ 284.)



A "needle shot" lets you take blood (magical blood) from things like monsters & dragons.



- ▷ 285.) A star powerup turns into a little black hole if you do not grab it right away.
- ▷ 286.) If you hit a certain kind of star w/ an arrow (or a sword or spear if you prefer) it will become a small black hole.
- ▷ 287.) You can collect "dark" energy in the dark world & bring it into the light world. You can do the opposite too. One for attack, one to heal with.
- ▷ 288.) There are days with one sun, a day with two, a night of one moon, a night with two.
- ▷ 289.) There is a magical clock that has enemies emerge from it every 30 seconds.
- ▷ 290.) There is a bell that rings randomly. It does not often, but when it does a formidable thing..



▷ 291.)

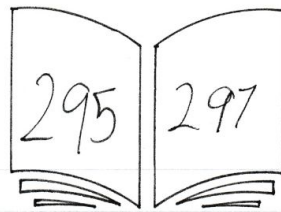


Collect rings & diamonds. Colors must match. Then you get a special power.

▷ 292.) Hold down a button before you get a coin & it can be used in a store. Do not hold down a button before getting it & it will give you an extra life at a certain amount, instead.

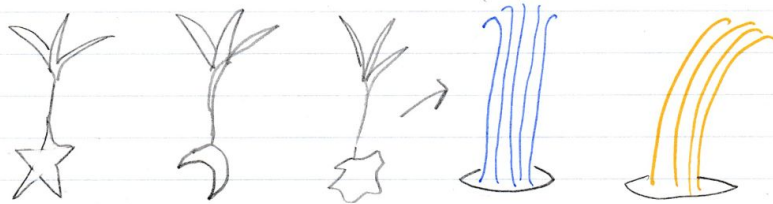
▷ 293.) Circle around on the D-pad and... something is changed, given balance, gone ahead, behind, scrolls forward, winds up or down, rotates, changes direction, or so on. Whenever you see a certain thing on screen you know you can use it that way.

▷ 294.) There is a game genie within the game that acts as a classic add-to-device game genie, only nothing to add. Then there can be other things in the game that give you power over the programming code itself.



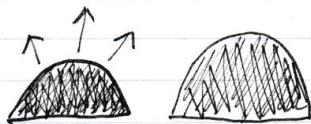
- ▷ 295.) eight rings of different colors give you power over those colors. Whatever in the game has a color gives you power over it w/ them.

▷ 296.)

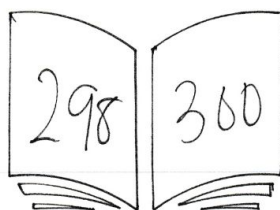


pulling up plants, a star at the bottom of the root flashes a bright light which harms all enemies for a while. Moon - don't pull it up, things go dark. Or instead, a night time theme comes up. pull a plant to unblock a hole, bringing up water you can float upwards with. Unblock a hole and things will be sucked in (either a good thing or a bad thing.) But only can be brought in if you are your small self.

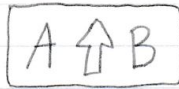
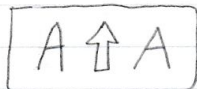
▷ 297.)



A black hill grows taking everything with it.



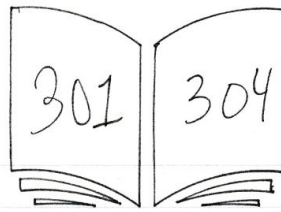
▷ 298.)



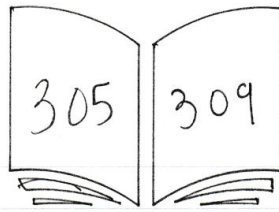
Upper blocks have input codes on them to either transport there or to break them apart for a power up. Then they can be used for other things too like making lightning fall from them. Lasers can come from them. They can make the ground shake. The input buttons can mean things like \uparrow means "go up" and a circular input makes the ground shake. Finally, these can be things you gain in the game. When you gain the input code you can use them in any area they appear.

▷ 299.) Sometimes numbers appear in the sky which can be used for things, like codes. Like the next time you are in a heavenly area.

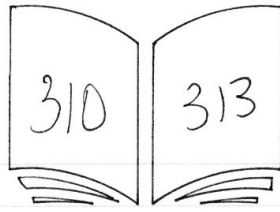
▷ 300.) A hidden face statue of a monster or beast utters three numbers that can be used as those to unlock a combination lock. It might require feeding the face first.



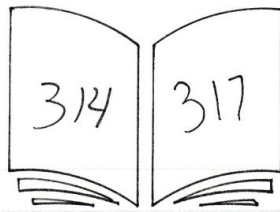
- ▷ 301.) If you have a rabbit power up & press down you can go into a hole for a few seconds. If you have a bird power up you can hide in the trees. There's a mythological creature who doesn't appear before humans but does appear before birds.
- ▷ 302.) As a beast or other things you can go places & find things you cannot otherwise. Gaining the ability to transform into them, such as a fairy, opens you up to new treasure & realms.
- ▷ 303.) You have the power to bring down meteorites from space. They have foreign (foreign) metal in them sometimes - valuable, with magical properties.
- ▷ 304.) You can get large white, black, and gray orbs hover above you. The white heals/cures, black attacks for you, and the gray does both, only in lesser amount (amount.)



- ▷ 305.) you can get a green orb that absorbs power from any enemy you defeat & return it to you, when you need it. celt hovers above you, defeat an enemy and it goes down to it, collecting its power.
- ▷ 306.) you can make your hands "dragon hands," then can lift greater, punch harder, and carry heavier swords—like those made of such metal that humans cannot carry.
- ▷ 307.) power of a magic tornado — one full of fire, lightning, and ice.
- ▷ 308.) Sometimes when you die your eyes slowly open up and you see you are in a bed. you are told "we found you laying in a field and brought you here (to the inn) no charge."
- ▷ 309.) A rare species of bird in the game has the habit of finding valuable things and putting them in its nest..

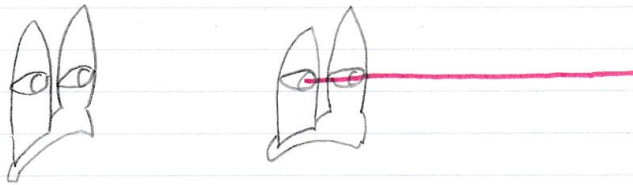


- ▷ 310.) Coins are used as percentage things. get one coin and it's 1%, get 10 coins, 10%, all the way up to 100 (100 %). That percent is of the chances you'll enter a bonus stage after the level is done.
- ▷ 311.) There is a ghost train that always leads to a strange place. You never know where it will go. There are a number of places it might go, all strange, some of which can be most beneficial.
- ▷ 312.) You have a familiar in the game, of your choice, before you start. It's fitted into helping you instead of harming you for the rest of the game. Or comes in power-up form to give you more choices.
- ▷ 313.) In a colosseum setting a wizard turns you into a different character which you will fight as. Win a number of fights that way and you are gifted to become that character whenever you want to.



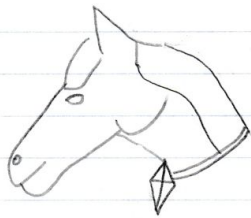
▷ 314.) Batteries of differing magical energy does different things to machinery.

▷ 315.)



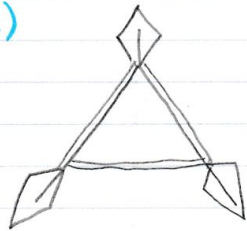
Rabbit ear head piece shoots red beams when you have them lifted up.

▷ 316.)



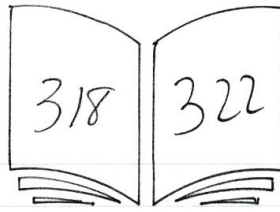
A magical necklace for a horse prevents it from ever running out of energy.

▷ 317.)



makes a magical ring when thrown.

Could serve as a "key" for the final dungeon. Spins around the front of its door.



▷ 318.) A magical cup that automatically refills potion at midnight or once every full moon. Red moon for red potion?

▷ 319.) A pond that gives you energy.. very quickly, you can "over charge" and die from it if you are in it for too long so it is like taking a chance.

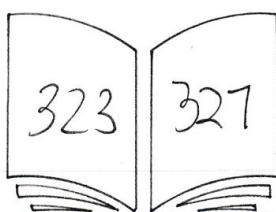
▷ 320.) There is a waterfall of energy that teaches you a flood spell, or that increases energy in certain dungeon doorways, or transforms you by passing through.

▷ 321.) There are statues of faces from which magical waters come from their mouths, which can be collected into cups or bottles.

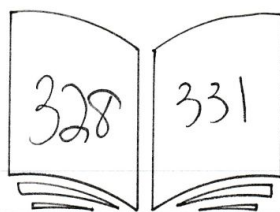
▷ 322.)



"magical bell cup."



- ▷ 323.) Enemies sometimes drop a certain thing that once you get it the same of its kind are diminished in that area or a greater one you get less often: all eliminated.
- ▷ 324.) You have more options of what you get from defeating enemies. A number of things flash from one to another & the one you make contact w/ is the thing you get.
- ▷ 325.) monster birds drop eggs on you full of toxic goo, full of sticky tar, or some other sort of thing.
- ▷ 326.) There is a massive & elegant egg on a magnificent pedestal. You can only crack it open with a magical hammer. When you do, a dragon comes out, which will be a great help to you.
- ▷ 327.) You get points not based on every thing you defeat but how well you did instead. The points buy you things. The faster you did, the difficulty, ect., taken into account.



▷ 328.) An hour glass comes on screen & if you defeat all the enemies in that area before the sand runs out you are given a bonus.

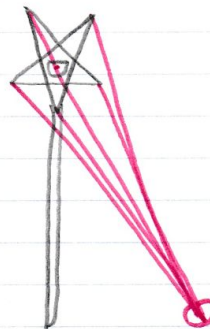
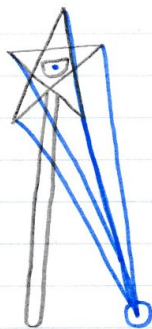
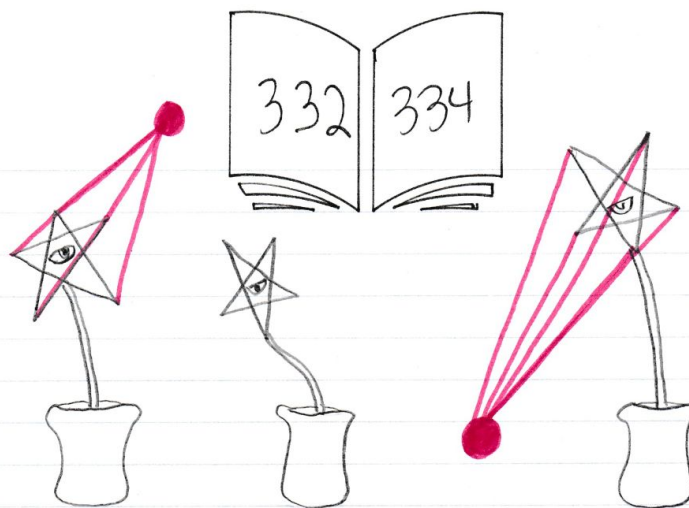
▷ 329.) A number between 1 and 10 appears on the screen. The higher the number the greater the bonus, by defeating every enemy in that area.

Or a power up appears on the screen & if you defeat all of them you'll get it.

▷ 330.) Random battles made more optional: 50% of the time you go right into one. But 50% of the time a question comes on screen — "accept a challenge?" to which you can say yes or no. In the settings you can select an auto answer as to not be bothered with questions.

▷ 331.) There are questions, statements, to make in the settings to make the game more enjoyable. Such as checking off "I am bored with" & one of the answers is "random battles," and another "weak enemies."

▷ 332.)

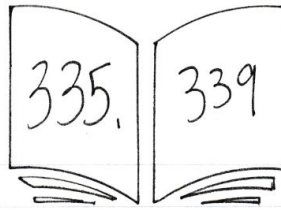


▷ 333.)



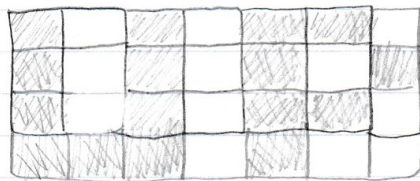
A third eye head piece makes your attacks more accurate, warns you of nearby danger, lets you locate things easier, gets you through the lost forest.

▷ 334.) magical coins can be tossed on the ground once. Heads = get something nice, tails = nothing (or something bad happens if you prefer. And it can be something the gambler job class gets such as after battles.



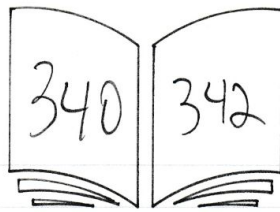
- ▷ 335.) Magical cards & magical ATM machines.
- ▷ 336.) With a gambler in the party you might have a 50/50 percent chance at coming back to life after total defeat.
- ▷ 337.) There's a magical pond that the gambler can throw anything into. There's a chance it will return to you better but an equal amount weaker.
- ▷ 338.) There is a monster clown enemy & if you come in range of its squeak toy you'll become one of them, temporarily. A more positive effect is becoming a psycho joker going on a destructive rampage.

▷ 339.)

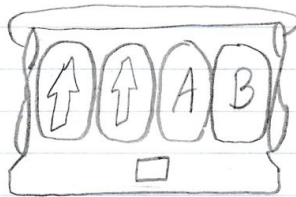


Gaining pixels to make a short two letter word, in this case "up" for a 1-up.

Every level has a different word.



- ▷ 340.) In a Dragon's Layer kind of way there are special areas which have you go forward based fully on preset actions. This is only in certain areas of the game & a sign before you enter in such a place tell you the list of actions like "first duck, then leap, open door one (not two), and then leap..." It can be like an "entering into a movie" aspect within the game.. play the right part. Along with that are magical Televisions.

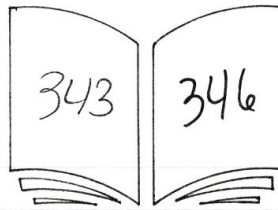


▷ 341.)

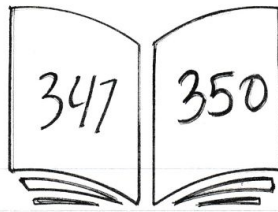
magical slot machines give you a code for something every time you use it.

These are input codes. The question is: where do you use it and what does it do? Or it can be more straight forward than that telling you where it can be used and what it does.

- ▷ 342.) There is a two headed beast, one cursed with an evil head, if while fighting it you leave the good head unharmed, it will help you.



- ▷ 343.) Religious based "games" with things like daily scripture, lessons on meditation, images with stories, a bible search, teaching you Wicca, containing online churches & centers, groups, ect.
- ▷ 344.) Collecting the pieces of The Image to make a summon creature. Needing like the dragon head, a crown, a lightning bolt, wings, a tail, ect. The special thing is, is that there are a number to choose from and with the better ones collected your end result is more powerful.
- ▷ 345.) you can put your spirit into a bird & leave when you want, going wherever the bird goes. With a special accessory you can take control of that bird.
- ▷ 346.) you can travel as a spirit, traveling faster, and certain things boost your "spirit power" to go even faster. There are weapons that only your spirit form can use.



- ▷ 347.) A magic power to bring together bones and bring them to life. Such as with a skeletal horse you can now ride, or a beast that will help you.
- ▷ 348.) There is a temple with a mage preaching about magic and when you attend the power of your spells are temporarily boosted. They take on a little bit of a different form too.
- ▷ 349.) you can become the spirit of fire, the spirit of air, water, or earth. The spirit of fire is great offensively—you are made of fire, the spirit of air is good to travel as, with being as water you can go to places you cannot otherwise go.
- ▷ 350.) you can "level up" colors. The higher it is, the more control you have over anything a color in the game. Water for example, blue, with a low level you can use blue potions & with a high blue level you can swim very well.

The End

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